



**BASKETBALL**  
**Special GUIDELINES AND GROUND RULES**  
**(ENHANCED EDITION)**

(The International Basketball Federation (FIBA) Rules shall govern the Elementary Basketball except for the amendments introduced and approved in this Special Guidelines and Ground Rules).

**I. TITLE: BOY'S ELEMENTARY and SECONDARY BASKETBALL**

It is a game specially designed to build a strong foundation in developing basketball awareness among children. It also aims to develop the basic skills and character among young boys aged 13 and below, *providing unique experience for fun, enjoyment, and eventually leading the way to a long term involvement in the sports.*

**II. SPECIFIC OBJECTIVE OF THE GAME**

To throw the ball into the playmates basket and to prevent the players of the other team from securing the ball or scoring based on fair play and within the spirit and intent of the rules. The games shall be *DEVELOPMENTAL* in nature and approach.

To enhance *camaraderie, goodwill, sportsmanship, discipline, teamwork and other LIFE SKILLS values* inherent in the practice and participation in sports.

**III. TEAM (Players, coaches & other team officials)**

**1. Eligibility**

**1.1 Based on the Palarong Pambansa Guidelines**

**2. Team Composition**

**2.1 A team shall be composed of not more than 12 team members and a Coach.**

**3. Coach**

**3.1 A team shall be headed by a responsible Coach as required by the Palarong Pambansa Rules and Regulations.**

**3.2 Only the Coach shall be allowed to stay within the team bench.**

**IV. TIMING REGULATIONS**

**A. For ELEMENTARY:**

1. The game shall consist of 4 periods. The first three periods shall be played in 8 minutes and 10 minutes for the 4<sup>th</sup> period and 5 minutes for every extra period.

**B. For SECONDARY:**

1. The official FIBA Rules shall apply with the latest amendments.

**C. For both:**

1. The intervals between periods, is one (1) minute while interval between halves is five (5) minutes.

#### **IV. PLAYERS' PLAYING REGULATIONS**

##### **A. For ELEMENTARY Only:**

1. All players of the team must be fielded before the end of the 3rd period.  
*FAILURE of the Coach to field a player in the 3<sup>rd</sup> period shall be penalized with a Technical Foul (2 FT+BP).*
2. All players shall play at least one (1) WHOLE period BUT not more than three (3) periods and **MUST** be rested for one (1) WHOLE period.  
*If a Coach fielded a player for more than three (3) periods, it shall be penalized with a Technical Foul (2 FT+BP); and if a player failed to play a whole period after he has played three (3) periods, it shall be penalized with a Technical Foul (2FT+BP).*
3. Normal substitution procedures shall apply in all periods. (Except when certain rule does not apply). A player may enter in a game as a substitute as many times as possible within that period and considered as having played only in that period/quarter.
4. One (1) time-out for every period shall be granted to each team for the first three (3) periods and two (2) time-outs shall be granted in the fourth (4th) period, and one (1) timeout for every extra period. Unused timeouts may not be carried over to the next period. In the first three periods the Timeouts shall either be used or forfeited.
5. In case a team has an incomplete line-up during the scheduled game:
  - a) The 1st period shall always start with 5 players while the other periods may be played with the remaining members of the team.
  - b) A team with **ONLY** seven (7) players (physically present) at the start of the game shall be declared **LOSER** by **FORFEIT**.

#### **INTERPRETATIONS of RULE IV.**

##### **EXEMPTIONS:**

- a) **IN CASE OF INJURY/DISQUALIFICATION:**
  - (in the 1<sup>st</sup>/2<sup>nd</sup> Period) – an injured player may be substituted by any player, and as such said “substitute player and injured player” will be considered as having played in that particular period (partially).
  - The “injured player” upon recovery may re-enter in the same period or may play in any period following Sec.1, Rule IV.
  - The “injured player/substitute” shall play a **COMPLETE** one (1) period to satisfy Sec.1, Rule IV.
- b) **IN CASE OF AN INCOMPLETE LINE-UP:**
  - A team may still choose to play with five (5) players in the 3<sup>rd</sup> Period using players who played in the 1<sup>st</sup>/2<sup>nd</sup> periods and may be substituted which will be considered to have played in that particular period and shall comply with Sec.1, Rule IV.

**IMPORTANT: WHENEVER POSSIBLE AND IF THE RULES WILL ALLOW, EVERY PERIOD SHALL BE PLAYED ALWAYS WITH FIVE (5) PLAYERS.**

##### **B. For SECONDARY**

1. The official FIBA Rules shall apply.

#### **V. In case of disqualification**

1. A thrown-out player must leave the confines of the play area.
2. A player/coach who is disqualified as a result of a disqualifying foul/ fighting or the like, subject will be automatically suspended. The number of games of suspension shall be determined by the Technical Committee and will be based on the gravity of the act.



## VI. RULES OF CONDUCT

### 1. FOULS

**1.1 TECHNICAL FOULS** - any **PLAYER/COACH** who displays unsportsmanlike/disrespectful act such as slashing of neck, showing of dirty fingers, pointing of accusing finger and trash talking/shouting bad words/foul language, contesting calls, arguing with the officials and others. A **WARNING** maybe given or a **TECHNICAL FOUL** shall be slapped.

**1.2 PERSONAL FOULS** - a player causing contact with an opposing Playmate, which gives an unfair advantage and such contact are neither intentional nor flagrant.

**1.3 FLAGRANT FOULS** - a player causing excessive contact which may cause or have caused injury to an opponent, such as: a) excessive swinging of elbow; b) throwing a punch; c) tripping; and d) intentional contacting/pushing the back of a player going for a basket shall be judge to be either an **UNSPORTSMANLIKE/DISQUALIFYING FOUL**.

### VII. PLAYERS'/COACHES' Conduct:

1 Any player/coach, who is slapped with a Disqualifying Foul and ejected because of **FLAGRANTLY UNSPORTSMANLIKE ACTION**, shall be penalized accordingly and with an additional 1-game suspension/ total disqualification or banned from further participation, depending on the gravity of the offense. (As may be determined by the technical committee)

2. Uttering/shouting of obscene/foul language/bad words or verbal abuse from players/coaches to opponents/officials or teammates shall not be tolerated. Such act shall be dealt with a warning or a Technical Foul.

3. Teams shall keep and leave their bench areas clean and orderly. Non-compliance shall be dealt with a Warning for the first offense, **TECHNICAL FOUL** for the second offense.

4. Coaches shall always confirm their next schedule of game with the Tournament Manager **BEFORE** leaving the playing venue/ or after their game.

### VIII. GAMES DISRUPTION


Games which are cancelled/disrupted/stopped due to "**FORCE MAJEURE**" or for any valid reason, will be treated in the following manner:

1. **REMATCH** - if the disruption of the game took place during the first half (1st and 2nd periods), game shall be replayed.

2. **RESUMPTION** - if the disruption of the game took place during the second half (3rd and 4th periods), the game shall be resumed with the remaining game time.

3. **RESET** - if a scheduled game was cancelled for a valid reason, the management will re-schedule the game at the bottom of all the schedules.

4. **DURATION OF WAITING** - in case of a power failure or any incident (rain or darkness) that may affect the progress of the game, the **LENGTH** of time to wait for the restoration of normalcy is 30 minutes or as may be allowed by

  
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